HOCKEY GAME

1. Field

The present disclosure relates to the field of parlor games, and more particularly to a hockey board game.

2. Background

The popularity of the sport of hockey has never been greater than it is today. As a result, the demand for a parlor game has also increased significantly. In this connection, U.S. Patent No.'s 6,089,568 to Milici and 6,068,259 to Dolin are representative of games that attempt to simulate actual game play. However, both games involve relatively elaborate playing boards and equipment and involved procedures and rules. Moreover, a large number of younger fans exist who find such elaborate game apparatus excessive to learn and master.

While all of the aforementioned prior art constructions are more than adequate for the basic purpose and function for which they have been specifically designed, they are uniformly deficient with respect to their failure to provide a simple, efficient, and practical realistic hockey parlor game which eloquently provides a unique balance between simplicity and challenge to maintain the interest of the players.

As a consequence of the foregoing situation, there has existed a longstanding need for a new and improved simplified hockey parlor game.

SUMMARY

In accordance with the present invention, a hockey game is disclosed which optionally includes a generally rectangular game board having the shape and size of a hockey rink and provisions thereon for the placement of player cards, a plurality of player cards, the player cards having the likeness and statistics of professional hockey players disposed thereon, the player cards arranged to constitute two opposing teams. In particular, the player cards are situated about a center line corresponding in general appearance to the center line found on a conventional hockey rink. In a preferred embodiment, each active "team" is constituted by 6 hockey player cards, including along a forward most position adjacent to the center line, a center, flanked on either side by a left wing and a right wing, respectively. Behind the left and right wing are corresponding left and right defensemen. Between the left and right defensemen an empty space is provided. Behind the empty spaces provided for each team the goalies are respectively situated. As described herein, a full team is constituted by multiple cards at each position.

In a feature of the present hockey game, each of the cards is and must be touching adjacent cards along the marginal edges and/or corners thereof.

The game is played by the toss of a chip, such as a small coin, for example a penny or dime may be used as a puck. Manipulation of the puck is manually achieved by the corresponding movement of the respective cards

Scoring is achieved when the player shooting the puck is in contact with the goalie of the opposing team. Scoring procedure is determined with respect to the statistics that are contained on the player card for the goalie, such that if for example, the save percentage of the professional player identified on the player card is greater than 0.915, the game player wishing to score must toss the coin twice accurately to achieve a score. Coin tossing is accomplished by flipping the coin into the air and determining in advance or calling whether the coin will come down showing a head or tail.

The game has many advantages, among them that the playing cards that may be used in the game are those that correspond to the collectible playing cards presently in circulation. The playing field itself may take any shape a board not being required. Nonetheless, in one embodiment, the playing field is a relatively simplified rectangular board having a center line and spaces identified for the proper location of the playing cards to initiate play. Likewise, no dice or other involved player pieces are needed and one may use simple metal currency for this purpose.

In a further embodiment of the invention, a specially configured board having further indicia simulating a hockey rink may be prepared, as may particular player pieces that are capable of being used in place of standard coinage.

It is further contemplated that the player pieces, the puck and/or the board may be images on a computer interface.

The game provided herein includes the directions and procedure for play as part thereof.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a schematic top plan view of the game board.

DETAILED DESCRIPTION

In accordance with the present invention and with reference to Fig. 1, the hockey parlor game may include a generally rectangular board 10 which is in the general shape of a hockey playing area or rink. In one embodiment, board 10 may contain a center line 12 similar to that found in a standard hockey rink, adjacent which the respective active players of each hockey "team" are positioned. Thus, and as illustrated, each "team" on the playing surface 10 is constituted by 6 playing cards. The cards most adjacent to the

2

center line are the center, the left wing and the right wing, respectively, and the corresponding team players of the opposing side are lined up in corresponding positions thereto. The remaining 3 players include the left defensemen disposed behind the left wing, the right defensemen disposed behind the right wing, respectively. In addition, one goalie for each team is provided, with the goalie disposed behind the empty space between the two defensemen, respectively. The empty space behind the center may be utilized during play.

In addition to the players disposed on the playing board, each team is constituted by 3 centers, 3 right wings and 3 left wings, 6 defensemen and 3 goalies. Thus, each player of the present game will have disposed adjacent to the playing field, the remaining members of the "team". In play, after a goal is scored, the team scoring the goal must substitute its playing line for one of the other lines that are on the "bench". Lines are picked prior to the state of play, but optionally may be mixed during the game. As described earlier, the game apparatus desirably is constituted by playing cards similar to those that are presently available and that are collected with regard to actual players in the National Hockey League (NHL). Such cards are generally rectangular in shape and display on a first surface the likeness of the particular hockey player and on an opposite surface the playing statistics, team affiliation and the like of that player. The statistics are important in that they effect the way in which game play proceeds, all as described herein below. Likewise, while the game cards may be selected and used from among those that are already available and in production and distribution, the game contemplates the preparation of specially designed cards bearing the same statistical information that could be prepared and distributed as a kit when the apparatus is sold in commerce.

The game includes certain playing pieces. The "puck" may consist of a small coin such as a dime or penny, or any other suitable implement which bears a differing broad surface, such as a "head" and a "tail". Thus, and as part of the play, the coin is tossed and flipped and the players must choose the face that will be visible when the coin lands on the playing board. Coin tosses are utilized at the initiation of game play and in the scoring of goals, all as described herein.

Game play proceeds accordingly as follows:

1. Face Off

A coin toss is used to start the game. The player who wins the coin toss places the puck on his team's center to start. That center controlling the puck starts the game by either passing the puck, shooting the puck or moving with the puck to the open space directly behind him.

2. Slap Shot

A player can shoot a slap shot from anywhere on the board with the exception of the goalie. To score with a slap shot, a player must toss the coin two times consecutively and identify heads or tails correctly both times.

3. Passing

The puck is represented as a coin, preferably a dime due to its size. The dime can be passed from player to player. The two cards have to be touching by the side, top or bottom or they can be touching by any of the four corners of the card on a diagonal. The puck can be passed to the goalie and the goalie can pass to any player. When the goalie has possession of the puck, the goalie must pass or dump© on the next turn.

4. Stick checking

Stick checking is used when you want to move your player onto an opposing player. This removes both players from the action. Only players that are making contact on a side, top, or bottom, but not by way of a corner along, can stick check. A player that is under stick checking cannot catch a pass, cannot shoot and cannot pass the puck. A player can get free of a stick check by turning both player cards over and determining which player has played in the most hockey games which determines player experience. In other words, the more experienced player will win this stick checking battle and be free to play again. If the player that starts the stick checking challenge wins, that player remains face up on top of the other player until that player makes a move off. If the other player wins the challenge, that player can move to the nearest open spot. If the player being stick checked is in possession of the puck and losses the challenge, the puck can go to any player in contact with the checked player and is chosen by the stick checker. If only one player is in contact with the checked player then the puck automatically goes to that player.

5. Scoring

To score a goal in this game, the player shooting the puck has to be in contact with the goalie of the opposing team. The first step is to determine the goal save percentage for the goalie on the back of the goalie card. If the save percentage is greater than 0.915 then you must toss the coin twice accurately to score. If the player has an inaccurate toss he/she cannot continue to toss the coin until accuracy is achieved. If the save percentage is less than 0.915 then the player must toss the coin once and correctly choose heads or tails to score a goal. In addition, a player can shoot a slapshot from anywhere on the playing field. However, to score from a slapshot the player must toss the coin and accurately call heads or tails (or the like) twice in succession. Further, if two cards of an opposing team are in contact with the goalie, then the coin must be tossed accurately only once.

6. Player Movement

Any player except the goalie can be moved into an open area but only on your turn. Moving a player into the open area counts as a turn. No player may move into spaces adjacent the goalie unless dumping the puck.

7. A Beating© or Burning© a player (to get around your opponent)

A Beating© or Burning© a player occurs in the game when a player wants to get around an opponent. The first step is to look at the back of each player card to determine which player has the most goals scored. If the player wanting to burn© his opponent has more goals scored, then that player moves into the opposing players position on the board. The burned© player then takes the other players position on the board. This move can occur as long as two players are in contact including sides, tops, bottoms and corners.

8. Types of Cards Allowed for Playing Full Contact Card Hockey

As described above, cards are or may preferably be collectable hockey player cards with full player statistics on the back. These cards will be included with game instructions as a package. Also, player cards will be distributed as collectable card packs.

9. A dumping the puck into opposing zone

A Dumping© the puck is moving the puck into the opposing players zone. To dump the puck, you must tell your opponent that you intend to dump the puck on this move. To dump, you place the puck in one of the two open spaces adjacent to the opposing goalie. The opposing team can retrieve the loose puck on the next play by moving one of the defensemen back to the open space. A Dumping© is the only time you are allowed to move the puck into an open space and the only time you can move your player into one of the open spaces near the goalie. If the defensemen moves back into the open space to retrieve the puck, that player has 2 moves. He can either pass the puck to the Goalie or move out of that space and then pass the puck. If a goalie Dumps© the puck across ice adjacent the other goalie, only players from the opposing team can retrieve it. The retrieving player then has two moves, 1) to retrieve the puck and 2) to make a play.

10. Player substitutions (Using your bench players)

As described above, each team will consist of three lines (center, right wing, left wing per line), 6 defensemen and 3 goalies. After a goal is scored, the team that scores must substitute its playing line for one of the other lines on the bench. Substitution occurs for all players of that team after a goal is scored including offense, defense and goalie.

11. Winning the game

Two opposing players will decide before the game starts the number of goals that will win a game.

Although only an exemplary embodiment of the invention has been described in detail above, those skilled in the art will readily appreciate that many modifications are possible without materially departing from the novel teachings and advantages of this invention. Accordingly, all such modifications are intended to be included within the scope of this

invention as defined in the following claims.

It should be apparent that many substitutions, modifications, and variations of the invention are possible for example, optionally, a board is not required and the number of players on each side need not be six, but play can also occur3 on 3 with goalies or 4 on 4 with goalies. It is therefore to be understood that the invention as taught and described herein is only to be limited to the extent of the breadth and scope of the appended claims.